

# BARBARIAN: PATH OF THE WEAVE WARDEN - NO IMAGES

*JUST AS SOMETIMES YOU MUST FIGHT FIRE WITH fire, sometimes anti magical warriors must employ magic. The Weave Wardens are these individuals, often tasked with taking down magical threats.*

*Weave Wardens are on a plethora of sides: in a wizarding city they may be the police preventing misuse of the weave, in a religious city where only divine magic is permitted they are sometimes the ones to uphold this rule of law. Some may be within factions pro arcane but against divine magics, or in a group with a hatred for, for example, specifically necromancy. And some abhor magic in practically all its forms.*

*Their training and steel minds are valuable tools in their arsenal; allowing them to better avoid negative magical effects. Even when they are held fast within the grasp of these negative spells, they are able to wrench their mind clear for a moment allowing them to act against their magical aggressor.*

## SKEPTICAL WILL

Beginning at 3rd level, your aversion to magic presents itself in your resistance to succumb to it. While raging you have advantage on int, wis and cha saving throws against magic.

## WITCH HUNTER

At 6th level, your senses and physicality can immitate the effects of certain spells, without actually casting them. Using this feature you can mimic the effects of the following spells:

- Detect magic
- Dispel magic (at 3rd level)
- Counterspell (at 3rd level)

You have a number of Anti-Magic slots equal to your proficiency bonus, with which you can emulate the above spells. Detect Magic costs 1 slot, and both Dispel Magic and Counterspell cost 2 slots each. The amount of Anti-Magic slots you have available resets after a long rest.

If you run out, you can burn a Rage to gain an extra Anti-Magic slot instead of Raging. This can be done while you are Raging. If necessary, Int is your spellcasting modifier for the spells listed in this feature, and the spells follow components and concentration as normal.

## RESOLUTE MIND

At 10th level, your mind fights magic even when you're body is unable to. When a spell requires you to make a Saving Throw at the end of your turn, you can use your Reaction to make an Intelligence Check at the beginning of turn. This Intelligence Check is versus the original Saving Throw DC. If you succeed, you can take your turn as if unaffected by the spell. The spell isn't broken, however, and it regains it's hold of you just before the end of your turn. At this point, you can make the Saving Throw to attempt to break the spell as normal. You can use your Resolute Mind feature a number of times equal to your Intelligence modifier (minimum of 1) per day.

## SPELL BREAKER

At 14th level, once per day while Raging you can cast the Antimagic Field spell. This ignores the usual stipulation that you can't cast magic while raging. Unlike normal, however, for you takes multiple actions to do so. 1 Action must be taken to begin the casting, after that at least 1 full turn must be spent to let the magic accumulate - during this time you must maintain your Rage, after which it takes an Action to end the casting, whereby the spell takes immediate effect. The spell is subject to concentration, which begins when you take your first action to begin the casting, and if your Rage ends, so does the effect of the spell.